

REMARKS/ARGUMENTS

Reconsideration and allowance of this application are respectfully requested. Currently, claims 1-26 are pending in this application.

Information Disclosure Statement (IDS):

Applicant filed an IDS on August 14, 2007. According to the USPTO PAIR system, the IDS has been received by the USPTO. Applicant requests return of a fully initialed form PTO/SB/08a as an indication that the cited references have been fully considered.

Objection to the Drawings:

Section 2 (page 2) of the Office Action objects to the drawings because the drawings allegedly do not show “the moving speed of the virtual camera is variable and is determined based on said determined distance,” as claimed. Applicant respectfully disagrees with the objection to the drawings. In particular, Applicant submits that “the moving speed of the virtual camera is variable and is determined based on said determined distance” is shown in Figs. 5-11.

As one example, Figs. 10(B)-(C) illustrate the virtual camera moving a particular distance ($\Delta d' = \Delta d \times 80\%$) during one frame. The virtual camera thus moves at a particular moving speed in the first frame. Fig. 10(D) illustrates a second frame in which the virtual camera has been moved a smaller distance ($\Delta d'' = \Delta d \times 80\% \times 80\%$). The first frame shown Figs. 10(B)-(C) thus illustrates a moving speed (distance traveled per frame) of the virtual camera which is variable (i.e., greater speed based on greater distance between virtual camera and target) than the moving speed in the second frame illustrated in Fig. 10(D).

Rejection Under 35 U.S.C. § 112

Claims 15-26 were rejected under 35 U.S.C. § 112, first paragraph, as allegedly failing to comply with the written description requirement. In particular, the Office Action alleges that the

claim limitations of “moving speed of the virtual camera varies based on said determined distance so that the moving speed is faster when the determined distance is farther and slower when the determined distance is closer” and “a moving speed of the virtual camera is variable and is determined based on the determined distance” are not described in the specification.

Applicant respectfully traverses this rejection.

As discussed above, Fig. 10 (and its corresponding written description) adequately conveys to one of ordinary skill in the art that at the time the application was filed, Applicant had possession of the claimed invention, including the above-noted limitations. The moving speed illustrated in the first frame of Figs. 10(B)-(C) is faster than that of the second frame illustrated in Fig. 10(D) since the distance traveled by the virtual camera in the first frame is larger than that traveled by the virtual camera in the second frame. A similar discussion can be provided with respect to Figs. 5(B)-(D). The moving speed illustrated in Figs. 10(B)-(C) is faster since the distance between the target location (e.g., character location) and virtual camera location is farther than that illustrated in the second frame of Fig. 10(D).

Applicant thus requests that the rejection of claims 15-26 under 35 U.S.C. § 112, first paragraph, be withdrawn.

Claims 1-26 were rejected under 35 U.S.C. § 112, second paragraph as allegedly being indefinite. In particular, the Office Action alleged that “distance from said target location to a reference location determined in a predetermined manner toward the location of the virtual camera at a predetermined ratio is shortened/made smaller *irrespective of whether or not said player character has continued to move* (emphasis added)” as claimed is indefinite. In order to expedite prosecution of the present application, the recitation of “irrespective of whether or not said player character has continued to move” has been deleted from the claims and thus

withdrawal of the rejection of claims 1-3 and 6 under 35 U.S.C. § 112, second paragraph is requested.

Claims 15-26

Claims 15, 17, 19, 21, 23 and 25 have been rewritten in independent form, but without the phrase “irrespective of whether or not said player character has continued to move” as described above. As discussed above, claims 15-26 are in full conformance 35 U.S.C. § 112, first and second paragraphs.

Claims 15-26 have not been rejected in view of prior art. For example, claims 15-26 were not rejected in view of Mizumoto (U.S. Patent No. 6,409,597). Claim 15 (claims 16-26 require similar limitations via claim dependency or direct recitation) requires “wherein a moving speed of the virtual camera is **variable** and is determined based on said determined distance (emphasis added).” In contrast, page 14, lines 15 *et seq.* of the Office Action describes “a **constant** rate of change in viewpoint as disclosed by Mizumoto (emphasis added).”

Claims 15-26 are therefore allowable.

Rejection Under 35 U.S.C. § 102:

Claims 1-14 were rejected under 35 U.S.C. §102 as allegedly being anticipated by Mizumoto (U.S. Patent No. 6,409,597). Applicant traverses this rejection.

Anticipation under Section 102 of the Patent Act requires that a prior art reference disclose every claim element of the claimed invention. See, e.g., *Orthokinetics, Inc. v. Safety Travel Chairs, Inc.*, 806 F.2d 1565, 1574 (Fed. Cir. 1986). Mizumoto fails to disclose every claim element of the claimed invention. For example Mizumoto fails to disclose “a difference length calculating programmed logic circuitry for calculating at said intervals of said predetermined number of frames a difference length between a predetermined reference distance

and a distance between said location of said target location and a location of said virtual camera, [and] a virtual-camera-location updating programmed logic circuitry for updating at said intervals of said predetermined number of frames in order said location of said virtual camera in such a manner that said difference length calculated by said difference length calculating programmed logic circuitry is reduced by a predetermined rate when said difference length exists ,” as required independent claim 1 and its dependents. Similar (but not necessarily identical) comments apply to independent claims 6-8 and 13-14.

Through the above-noted claim limitations, exemplary embodiments of the present invention adjust a distance between a target and a virtual camera at a predetermined ratio or rate according to a distance that is dynamically changed due to movement of a player character. In contrast, Mizumoto discloses automatically changing from one viewpoint provided by a virtual camera to another, based on a certain condition being satisfied, at a constant predetermined moving speed MS for that condition. Every time a condition is satisfied, the distance of the view is reduced from the current location merely by reduction or subtraction at a fixed value.

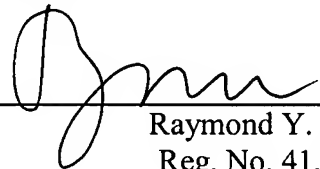
Conclusion:

Applicant believes that this entire application is in condition for allowance and respectfully requests a notice to this effect. If the Examiner has any questions or believes that an interview would further prosecution of this application, the Examiner is invited to telephone the undersigned.

NISHIMURA
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Respectfully submitted,

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